### [예제 5-1] ex05-01.c

```
#include \unistd.h\
#include \(\sys/\types.h\)
#include \(\sys/\stat.h\)
#include \( \fortl.h \)
#include \dirent.h \>
int main()
    char buffer(256);
    DIR *dirp;
    struct dirent *dentry;
    getcwd(buffer, 256);
    printf("%s\n", buffer);
    mkdir("apple", 0755);
    mkdir("banana", 0755);
    chdir("apple");
    getcwd(buffer, 256);
    printf("%s\n", buffer);
    close(open("test.txt", O_CREAT | O_RDWR, 0644));
    chdir("..");
    rmdir("apple");
    rmdir("banana");
    dirp = opendir("apple");
    while(dentry = readdir(dirp))
           if(dentry-)d_ino != 0)
                   printf("%s\n", dentry->d_name);
    rewinddir(dirp);
```

```
while(dentry = readdir(dirp))
    if(dentry->d_ino != 0)
        printf("%s\n", dentry->d_name);

closedir(dirp);
```

# [예제 5-2] ex05-02.c

```
#include \(\lambda\text{unistd.h}\)
#include \(\sys/\text{types.h}\)
#include \(\sys/\text{stat.h}\)

int main()
{
    mkdir("test_dir1", 0755);
    mkdir("test_dir2", 0755);

    rmdir("test_dir2");
}
```

# [예제 5-3] ex05-03.c

```
#include \langle sys/types.h \rangle
#include \langle dirent.h \rangle
#include \langle unistd.h \rangle

int main()
{
    DIR *dirp:
    struct dirent *dentry:

    if((dirp = opendir(".")) == NULL)
        exit(1):

    while( dentry = readdir(dirp))
    {
        if(dentry-\rangle d_ino != 0)
            printf("%s\n", dentry-\rangle d_name):
    }

    closedir(dirp);
}
```

### [예제 5-4] ex05-04.c

}

```
#include \langle sys/types.h \rangle
#include \langle dirent.h \rangle
#include \unistd.h\
int main()
   DIR *dirp;
    struct dirent *dentry;
   if((dirp = opendir(".")) == NULL)
        exit(1);
    printf("존재하는 파일들..\n");
    while( dentry = readdir(dirp))
       if(dentry-)d_ino != 0
           printf("%s\n", dentry->d_name);
    }
    rewinddir(dirp);
    printf("지워진 파일들..\n");
    while( dentry = readdir(dirp))
       if(dentry-)d_ino == 0)
            printf("%s\n", dentry->d_name);
    }
    closedir(dirp);
```

# [예제 5-5] ex05-05.c